PlayStation

GEX
DEEP COVER GECKO

CRYSTAL DYNAMICS

EIDOS
INTERACTIVE

PlayStation ®

Precautions

• This DISC contains software for the PlayStation® home video game console. Never use this DISC on any other machine, as it could damage it. • This DISC conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® instruction Manual carefully to ensure correct usage. • When inserting this DISC in the PlayStation®, always place it label side up. • When handling the DISC, do not touch the surface. Hold it by the edge. • Keep the DISC clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the DISC near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped DISC, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

1 Player	Memory Card 1 block	Vibration Function Compatible	Analog Control Compatible

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

• Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
• Preferably play the game on a small television screen.
• Avoid playing if you are tired or have not had much sleep.
• Make sure that the room in which you are playing is well lit.
• Rest for at least 10 to 15 minutes per hour while playing a video game.

CONTENTS PAGE

SETTING UP

PLAYSTATION® GAME CONSOLE

1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a DISC.
3. Insert the DISC and close the DISC cover.
4. Insert a Controller and turn ON the PlayStation® game console.
5. Use the directional buttons to make one of the following selections on the main menu, and press the X button.
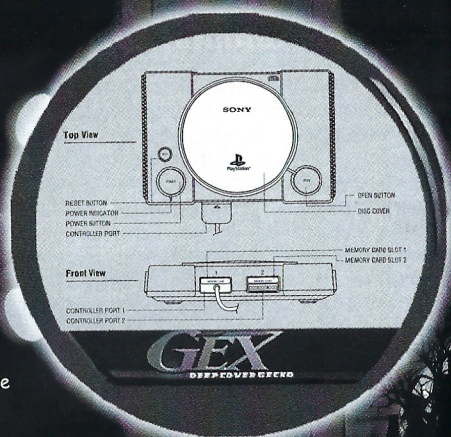
NEW GAME Start a new game. If you have a MEMORY CARD inserted into MEMORY CARD slot 1, you will be asked to set up a save file. You will then be able to save your progress at any time during the game using the Save Game option from the Pause Menu.

LOAD GAME Continue a previously saved game. When reloading a previously saved game, Gex's number of lives is reset to default (4)

See page 5 for instructions on using the Controller.

Top View

Front View

OPEN BUTTON
DISC COVER
RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT
MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
CONTROLLER PORT 1
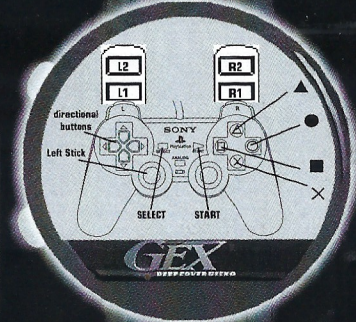CONTROLLER PORT 2

MEMORY CARD

GEX:Deep Cover Gecko lets you save games at any time and continue play on previously saved games. To do that, insert a MEMORY CARD into MEMORY CARD slot 1 of your PlayStation game console BEFORE starting play.

Important: If a Memory Card containing at least 1 free block is not inserted before turning on the console, it will not be possible to save your game. Do not remove the MEMORY CARD while saving or loading games. Doing so could damage the game data. Make sure there are enough free blocks on your MEMORY CARD before commencing play.

4

CONTROLS

directional buttons
Left Stick
L2 L1 R2 R1
SELECT START

CAMERA

L1 button	Rotates the camera to the left
R1 button	Rotates the camera to the right.
L2 button	Tap to zoom the camera in/out. Hold down for follow cam.
▲ button	Tap to centre the camera behind Gex. Hold to enter look-around mode and press the directional buttons to look in any direction.

MOVEMENT

directional buttons	Move Gex in his environment.
Left-Stick	If you are using an Analog Controller you can use the left- stick to move Gex in his environment.
X button	Tap once to jump. Tap to swim (when under water). Hold to Glide (with certain costumes only). Double tap and hold for Tail-Bounce. Run, hold duck (R2) and tap Jump for Tail-Kick/long jump.
■ button	Tail-Whip.
● button	Eat Bug (eat Power-up Fly). Tongue-Lash (Shoot Flame, Ice, Slime).
R2 button	Duck. Dive under water (when swimming).

PAUSE MENU

START button	Pause Game.

When Gex is stationary and you press the START button, you will be given the following options:

| Resume	Continue the paused game.
Options	Adjust the Sound, Music and Voice levels. Set the camera to Novice View or Expert View (Novice View returns the camera behind Gex when he stands still). Set Vibration On or Off if you have an Analog Controller (DUAL SHOCK) plugged into your PlayStation®.
Save Game	Save the current game onto a Save Game file which you previously set up from the New Game menu (see P4).
Totals	Displays the current number of Mission Remote Controls, Paws and Bonus Coins that you have collected.
Quit Game/ Go to Map	Quit this game/level and return to the main menu/Gex cave.

5

INTRODUCTION

Rez, that arch-enemy from my worst nightmares has made his much expected return. Retiring gracefully obviously isn't in his vocabulary!

He's just kidnapped Agent Xtra of the TV Terrorist Defence Unit and dragged her off into the Media Dimension.

Why, oh why, did he have to choose Agent Xtra – the apple of my little eyes? She's made my scaly skin tingle from a distance for some time now.

As an International Secret Agent for hire – I expect that they'll want me (and pay me) to go back into the Media Dimension to rescue Xtra – little do they suspect that I'd do it for Free!
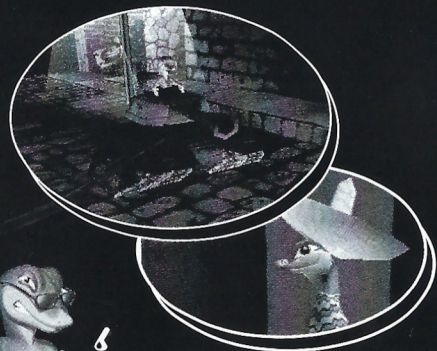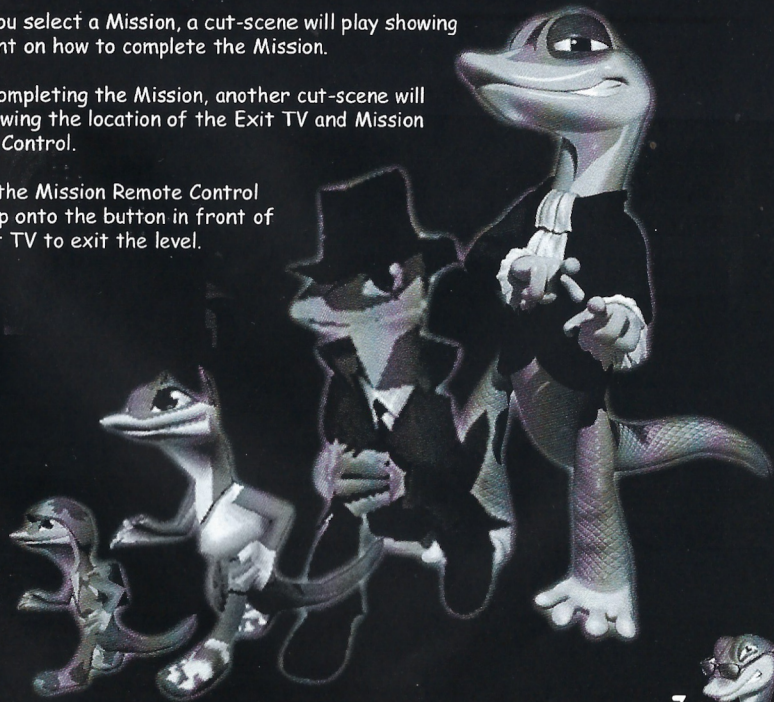
MISSIONS

Once Gex enters a level a Mission select screen will appear.

When you select a Mission, a cut-scene will play showing you a hint on how to complete the Mission.

After completing the Mission, another cut-scene will play showing the location of the Exit TV and Mission Remote Control.

Collect the Mission Remote Control and jump onto the button in front of the Exit TV to exit the level.

COLLECTABLES

Mission Remote Control

Collect the Mission Remote Controls to open Boss levels. Mission Remote Controls can be collected when a mission is completed.

Paw

Pick up 25 of these to add an additional Paw hit point. Extra hit points will show as yellow borders around normal Paws.

Coin Fly

Pick up 50 of these to gain an extra life. Pick up 100 Coin Flys to earn an extra Mission Remote Control.

B-Coin

Collect B-coins to open Bonus levels.

TVs

Entrance TVs

Entrance TVs appear on the Map screen and are used to enter levels.

Exit TVs

Exit TVs appear after completing a Mission. The Mission Remote Control will appear floating in front of Exit TV when the mission is completed.

Bonus Levels TVs

Bonus levels are turned on by collecting a specified number of B-coins. The number of B-coins required to enter the Bonus level is listed under the bonus Levels TV.

Secret Levels TVs

Secret levels are hidden within Caves.

Checkpoint TVs

Tail-Whip these to return here when Gex dies.

POWER-UPS

Power-up Flies are contained in small TVs. Tail-Whip a Power-up TV to release the fly and swallow the fly with the Eat Bug button to activate the power-up.

Green Health Fly

Adds a Hit Paw to Gex's life meter.

Purple Fire Fly

Gains one extra life.

Blue Ice Fly

Use the Tongue-Lash to shoot ice at enemies and freeze them into ice cubes. Tail-Whip to break ice cubes. The Blue Ice Fly only lasts for a limited time.

Green Slime Fly

Use Tongue-Lash to shoot slime at enemies. The Green Slime Fly only lasts for a limited time.

Red Fire Fly

Use Tongue-Lash to shoot flame at enemies to light them on fire. The Red Fire Fly only lasts for a limited time.

Note

The Blue Ice, Green Slime and Red Fire Power-ups can also be used in look-around mode. Letting a fly circle Gex without eating it adds an extra hit point to Gex's strength.

Your Trusty Pal - The Information Turtle

Alfred, the information Turtle, gives you hints about the levels when you Tail-Whip him.

CREDITS

TEAM

Director
Glen A. Schofield

Producers
Sam Player
Jeffrey Zwelling

Lead Programmer
Adrian Longland

Lead Designer
Chris "Tack" Tremmel

Programmers
Michael Oswall
Meilin Wong
Andy "Bas Jahde" Wright

Artists
Scott Anderson
Billy Arnold
Amy Bond
Ross Harris
Glen A. Schofield
Chris Thompson

Animators
Chris Stone
Spencer Hale
James Houska

Designers
Jeremy "J-Dogg" Bredow
Daniel "Legit" Miley
Dave Robinson
Jim Steifelmaier
Gerald "Gmoney"Vera
Sam Villanueva

Audio/Visual Lead
Steve Papoutsis

Additional Programming
Charles Martin
Jeffrey McArthur
Erik Strickland
David Miles

Additional Art
Meagan Carabetta
Tyrone Depts
Rodger Ferris
Todd Gantzler
Damon Redmond
Steve Ross
Bruce Straley

Additional Design
Bret Robbins
Quinlan Richards
Christopher Porter

Music Composition
John Baker
Jim Hedges
Burke Trieschmann

Adaptive Audio Programming
Jim Hedges

Sound Support
Greg Shaw
Geoffrey Marcant

Localization Programming
Livesoy Technologies, Inc.
Jason Maynard

V.P. of Marketing
Scott Steinberg

Product Marketing Manager
Chip Blundell

Public Relations
Steve Groll

Marketing Associate
Brian Silva

Test Manager
Alex Ness

Lead Tester
Rolef Conlan

Assistant Lead Tester
Tony Townsend

Testers
Chris Bruno
James Cabot
Rolef Conlan
Casey Craig
Rich Krinock

Samson Maciel
Todd Malone
Brian Mas
Mark Medeiros
Billy Mitchell
Chris Pappolardo
Matt Prescott
Jacob Rohrer
Mateo Rojas
Scott Spurrier
Adi Taylor
Tony Townsend

Cinematic Sequences
Mondo Media, Inc.
Brittnell Anderson
George Dondero
Stephen Marshall
Kira Ryder
Mat Smiley

Agent Xtra
Marliece Andrada

Voice of Alfred
Marc Silk

Voice Over Script
Ken Daly
Rob Cohen
Scott Steinberg
Andrew Bennett

In-Game Funny Stuff
Chris Thompson

Special Thanks
Paul Baldwin
Malachi Boyle
Patrick Bradley
Suzanne Cooper
Dave Cox
Jim Curry
David Dao
Rob Dyer
Rita Fovenyessy
Karl Hagemann
Scott Krotz
Doug Leslie
Fred Mack
Jonathan Miller
Phillip Morris

Colin O'Connor
Beth Paschen
Sheatiel Sarao
Anna Sharpe
Jonah Stich
Chris Stefanetti
Lita Unruh
Evan Wells
Greg Rizzer

EIDOS

PRODUCER
Andrew Bennett

US DEVELOPMENT MANAGER
Jonas Eneroth

LOCALISATION MANAGER
Flavia Timiani (UK)

QA MANAGER
Tony Bourne

CREATIVE SERVICES MANAGER
Rashon Chawdhury

MARKETING MANAGERS
David Burton
Simon Orams

PUBLIC RELATIONS
Steve Starvis (UK)

PUBLISHER
John Kavanagh

CASTING AND VOICE PRODUCTION
Philip Morris/Allinthegame Ltd

UK SCRIPT
Gary Parker

GEX VOICE
Danny John-Jules

ALFRED
Marc Silk

SPECIAL THANKS TO
Michael Souto
Patrick Cowan
Jason Walker
Sarah Knowles

An A.C.E. Manual Design

12

IMPORTANT - LIMITED WARRANTY

Eidos Interactive Ltd reserves the right to make changes and improvements to this product at any time and without notice. Eidos Interactive Ltd warrants to the original purchaser of this product that the physical medium on which the software program in this product is recorded will under normal use and conditions be free from material defects in materials and workmanship for a period of ninety (90) days from the date of purchase. The entire liability of Eidos Interactive Ltd under the limited warranty set out above will be at its sole option either to repair or to replace free of charge the product provided you return it in its original condition to the point of purchase with a copy of your receipt.

THIS LIMITED WARRANTY DOES NOT AFFECT YOUR STATUTORY RIGHTS.
SUBJECT TO THE LIMITED WARRANTY ABOVE, THIS PRODUCT IS PROVIDED "AS IS" AND WITHOUT WARRANTY OF ANY KIND. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, EIDOS INTERACTIVE LTD FURTHER DISCLAIMS ALL WARRANTIES (INCLUDING, WITHOUT LIMITATION, THOSE IMPLIED BY LAW, STATUTE, CUSTOM OR OTHERWISE) RELATING TO MERCHANTABILITY, SATISFACTORY QUALITY, AND/OR FITNESS FOR A PARTICULAR PURPOSE IN RESPECT OF THE PRODUCT.

CUSTOMER HELPLINE

If you require technical assistance, call the Technical Support helpline on:

070000 HELPLINE
or
0121 356 0831
or e-mail us on
Techsupport@eidosinteractive.co.uk

All telephone charges incurred by you in connection with this facility will be met by you. Eidos Interactive shall pay postage costs in returning to you any program which is returned to Eidos Interactive by you under this agreement but shall not be responsible for postage costs incurred by you in returning the program to Eidos Interactive.

13

ENGLISH

CRYSTAL
DYNAMICS

SLES-01299

EIDOS
INTERACTIVE